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example, there are red sevens, white sevens, and blue sevens on the three reels. When a seven appears on the payline, the colored seven in the corresponding race track lane will race ahead by a distance depending upon the number of coins played. If one coin is played, the seven races ahead by one increment, if two coins are played, the seven races ahead by two increments, etc. Preferably, the racing movement is accompanied by an engine revving sound.

When one of the sevens reaches the end of the race track, a bonus is paid. In one specific embodiment, the sevens must increment thirty times (e.g., thirty coins). Further, the bonus may be made to depend upon which seven wins the race. In a specific embodiment, the bonus amount is ten coins for a blue victory, twenty-five coins for a white victory, and two hundred coins for a red victory.

If a particular seven advances two more times during the same game (because two or more coins are being played), the second and third seven will be displayed as a "ghosted" trail behind the first seven until the next game is played. Once a spin is actuated for the next game, the ghosted sevens will disappear into the first seven.

If there is a winning combination on the reels that contain sevens, and the race is won, then (1) the win amount from the reels will roll up on the win meter, (2) the sevens will increment and a race won sequence will animate, and (3) the amount won from the race will be added to the win meter.

Any of the above bonus games could be played with an additional option of the type employed in IGT's "Wheel of Fortune" games. In these games, the slot machine is equipped with a "bonus wheel." In some cases, the player must spin (or otherwise actuate) the wheel to determine the jackpot award. In other cases, the player has the opportunity to choose to spin after specifically identified combinations appear on the payline. A spin of the wheel allows the player to increase or decrease the payout defined on the machine paytables. If the wheel stops on a sector having an increased payout, the player's winnings are increased over the value displayed on the pay table. If the wheel stops on a sector having a decreased payout, the player's winnings are reduced by an amount specified on the sector. On average, over many plays, the payout should equal the amount specified by the pay table. However, any given payout may be increased or decreased according to the wheel spin. The wheel may be provided as a mechanically spinning feature visible from the slot machine exterior. Alternatively, it may be displayed on secondary display 219 or some other display provided on the system.

In the above-described bonus games, the bonus award can be increased or decreased depending upon a wheel spin by the player. Thus, for example, should the player win a times pay bonus as described above, he or she could increase the value of the associated award by spinning a wheel. For example, the multiplier amount could be increased or decreased depending upon the wheel sector selected at the end of the spin. In some bonus games, the additional wheel spin may be made mandatory. In others, it could be played at the option of the player.

Although the foregoing invention has been described in some detail for purposes of clarity of understanding, it will be apparent that certain changes and modifications may be practiced within the scope of the appended claims. For instance, while the gaming machines of this invention have been depicted as having up-right structures (i.e., the displays are vertically aligned), the use of video displays in accordance with this invention is not so limited. For example, the main and/or secondary displays may be provided in a "slant top" machine in which the displays are aligned at an angle

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between the vertical and horizontal. The invention may also be employed with a "bar table" design in which one or more displays is provided in a horizontal table or counter top. Further, touchscreen LCD panels may be utilized to increase the functionality of the secondary display and to simplify use for the player.

What is claimed is:

1. A gaming machine comprising:

a chassis defining a gaming machine interior region and a gaming machine exterior surface;

a gaming machine controller for controlling the outcome of a primary game played on said gaming machine;

a main display capable of presenting the outcome of the primary game on the gaming machine;

a secondary display, which is a flat panel display, provided on said gaming machine at a location disposed apart from said main display and displaying video content including a secondary bonus game of chance play, wherein a single wager concurrently activates both the primary game, and the secondary bonus game, and wherein the outcome of the secondary game depends only on at least one of (i) the number of plays on the primary game and (ii) the outcome of those plays on the primary game, without depending upon a race against a timer or against players on other gaming machines; and

a player tracking device mounted on said chassis, said player tracking device comprising,

(a) a display, separate from said main display and said secondary display,

(b) one or more interfaces designed or configured to input player tracking information into the gaming machine;

(c) a network interface designed or configured to send and to receive player tracking information over a player tracking network;

(d) a logic device, separate from the gaming machine controller, designed or configured to send player tracking information to the gaming machine controller,

wherein the gaming machine controller is designed or configured to cause player tracking information and video content related to the player tracking information to be displayed on at least one of the main display and the secondary display.

2. The gaming machine of claim 1, further comprising a secondary display support on which said secondary display is mounted, said secondary display support being attached to the gaming machine chassis by a hinge.

3. The gaming machine of claim 2, wherein the hinge allows the secondary display to be moved from (i) an operating position in which at least a portion of the gaming machine interior is blocked to (ii) a maintenance position in which said portion is accessible.

4. The gaming machine of claim 2, wherein the secondary display is provided in a top box portion of the gaming machine, which top box portion is located above the main display portion of the gaming machine.

5. The gaming machine of claim 1, wherein the secondary display is provided in a belly portion of the gaming machine, which belly portion is located below a main display portion of the gaming machine.

6. The gaming machine of claim 1, wherein the secondary display is selected from the group consisting of flat panel cathode ray tubes, liquid crystal displays, plasma displays, field emission displays, digital micromirror displays, LCD touchscreens, and combinations thereof.

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7. The gaming machine of claim 1, wherein the main display comprises a set of spinning reels.

8. The gaming machine of claim 1, wherein the video content includes material selected from the group consisting of a casino kiosk, television programming, a secondary game, primary game outcome information, player attraction material, video conferencing, casino service notification and combinations thereof.

9. The gaming machine of claim 8, wherein the video content is a secondary game which includes a bonusing component to a primary game, which primary game has its results displayed on the main display.

10. The gaming machine of claim 1, further comprising one or more speakers provided in the gaming machine and one or more ports for transmitting sound from the speakers to locations outside the gaming machine.

11. The gaming machine of claim 1, wherein the secondary display support includes a casing which encloses one or more memory devices.

12. The gaming machine of claim 11, wherein at least one of said memory devices stores animation data for display on said secondary display.

13. The gaming machine of claim 1, further comprising a top glass located in front of said secondary display and said secondary display support.

14. A method of displaying video content on a gaming machine having (i) a main display capable of presenting the outcome of a primary game play on the gaming machine, (ii) a secondary display, which is a flat panel video display, provided on said gaming machine at a location disposed apart from said main display, and (iii) a player tracking device capable of receiving player tracking information and sending said player tracking information to a gaming machine controller on the gaming machine the method comprising:

receiving a wager;

in response to a player initiating a play on the gaming machine, presenting the outcome of the play of the primary game on the main display of the gaming machine;

displaying play of a secondary bonus game of chance on the secondary display, wherein a single wager concurrently activates both the primary game and the secondary bonus game, and wherein the outcome of the secondary game depends only on at least one of (i) the number of plays on the primary game and (ii) the outcome of those plays on the primary game, without depending upon a race against a timer or against players on other gaming machines;

receiving player tracking information input into the player tracking device from at least one of a player and a remote server; and

displaying a portion of the player tracking information or video content related to the player tracking information to at least one of the main display and the secondary display.

15. The method of claim 14, wherein the gaming machine includes a secondary display support on which said secondary display is mounted and the method comprises moving said secondary display support from an operating position in which at least a portion of the gaming machine interior is blocked to a maintenance position in which said portion is accessible.

16. The method of claim 14, wherein said video content comprises material selected from the group consisting of a casino kiosk, television programming, a secondary game,

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player attraction material, video conferencing, casino services notification and combinations thereof.

17. The method of claim 14, wherein the video content is a bonusing game that provides awards dependent upon the outcome of said primary game play which has its outcome displayed on the main display.

18. The method of claim 17, wherein the bonusing game results in awards of credits or increased jackpots.

19. The method of claim 14, wherein the secondary display employed in the step of displaying video content is selected from the group consisting of flat panel cathode ray tubes, liquid crystal displays, plasma displays, field emission displays, digital micromirror displays, LCD touchscreens, and combinations thereof.

20. The method of claim 14, wherein presenting the results of a play on the main display is made in response to a play on a game selected from the group consisting of a video slot game, a spinning reel game, an electronic video poker card game, an electronic keno game, and an electronic blackjack game.

21. The method of claim 14, wherein presenting the results of a play on the main display is made in response to a play on a video card game.

22. The method of claim 14, further comprising a step of accessing data stored on a memory device provided within said secondary display support, the accessed data being used to display said video content on the secondary display.

23. A gaming machine comprising:

a chassis defining a gaming machine interior region and a gaming machine exterior surface;

a gaming machine controller for controlling the outcome of a primary game played on said gaming machine;

a main display capable of presenting the outcome of the primary game on the gaming machine;

a secondary display, which is a flat panel display, provided on said gaming machine at a location disposed apart from said main display and displaying video content capable of presenting a secondary game;

a player control mechanism on the chassis which, when actuated by a player, concurrently activates both the primary game displayed on the main display and the secondary game displayed on the secondary display, and wherein the outcome of the secondary game depends only on at least one of (i) the number of plays on the primary game and (ii) the outcome of those plays on the primary game, without depending upon a race against a timer or against players on other gaming machines; and

a player tracking device mounted on said chassis, said player tracking device comprising,

(a) a display, separate from said main display and said secondary display,

(b) one or more interfaces designed or configured to input player tracking information into the gaming machine;

(c) a network interface designed or configured to send and to receive player tracking information over a player tracking network;

(d) a logic device, separate from the gaming machine controller, designed or configured to send player tracking information to the gaming machine controller,

wherein the gaming machine controller is designed or configured to cause player tracking information and video content related to the player tracking information to be displayed on at least one of the main display and the secondary display.

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24. A gaming machine comprising:  
 a chassis defining a gaming machine interior region and a gaming machine exterior surface;  
 a gaming machine controller for controlling the outcome of a primary game played on said gaming machine;  
 a main display capable of presenting the outcome of the primary game on the gaming machine;  
 a secondary display, which is a flat panel display, provided on said gaming machine at a location disposed apart from said main display and displaying video content capable of presenting a secondary game;  
 a player control mechanism on the chassis which, when actuated by a player, plays both the primary game displayed on the main display and the secondary game displayed on the secondary display, and wherein the outcome of the secondary game depends only on at least one of (i) the number of plays on the primary game and (ii) the outcome of those plays on the primary game, without depending upon a race against a timer or against players on other gaming machines; and  
 a player tracking device mounted on said chassis, said player tracking device comprising,  
 (a) a display, separate from said main display and said secondary display,  
 (b) one or more interfaces designed or configured to input player tracking information into the gaming machine;  
 (c) a network interface designed or configured to send and to receive player tracking information over a player tracking network;  
 (d) a logic device, separate from the gaming machine controller, designed or configured to send player tracking information to the gaming machine controller,  
 wherein the gaming machine controller is designed or configured to cause player tracking information and video content related to the player tracking information to be displayed on at least one of the main display and the secondary display.
25. A gaming machine comprising:  
 a chassis defining a gaming machine interior region and a gaming machine exterior surface;  
 a gaming machine controller for controlling the outcome of a primary game played on said gaming machine;  
 a main display capable of presenting the outcome of the primary game on the gaming machine;  
 a secondary display, which is a flat panel display, provided on said gaming machine at a location disposed apart from said main display and displaying video content including a secondary bonus game of chance play; and  
 a player tracking device mounted on said chassis, said player tracking device comprising,  
 (a) a display, separate from said main display and said secondary display,  
 (b) one or more interfaces designed or configured to input player tracking information into the gaming machine;  
 (c) a network interface designed or configured to send and to receive player tracking information over a player tracking network;

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- (d) a logic device, separate from the gaming machine controller, designed or configured to send player tracking information to the gaming machine controller,  
 wherein the gaming machine controller is designed or configured to cause player tracking information and video content related to the player tracking information to be displayed on at least one of the main display and the secondary display.
26. A gaming machine comprising:  
 a chassis defining a gaming machine interior region and a gaming machine exterior surface;  
 a gaming machine controller for controlling the outcome of a primary game played on said gaming machine;  
 a main display capable of presenting the outcome of the primary game on the gaming machine;  
 a secondary display, which is a flat panel display, provided on said gaming machine at a location disposed apart from said main display and displaying video content including a secondary bonus game of chance play; and  
 a player tracking device mounted on said chassis, said player tracking device comprising,  
 (a) a display, separate from said main display and said secondary display and,  
 (b) one or more interfaces designed or configured to input player tracking information into the gaming machine wherein the gaming machine controller is designed or configured to cause player tracking information and video content related to the player tracking information to be displayed on at least one of the main display and the secondary display.
27. A gaming machine comprising:  
 a chassis defining a gaming machine interior region and a gaming machine exterior surface;  
 a gaming machine controller for controlling the outcome of a primary game played on said gaming machine;  
 a main display capable of presenting the outcome of the primary game on the gaming machine;  
 a player tracking device mounted on said chassis, said player tracking device comprising,  
 (a) a display, separate from said main display,  
 (b) one or more interfaces designed or configured to input player tracking information into the gaming machine;  
 (c) a network interface designed or configured to send and to receive player tracking information over a player tracking network;  
 (d) a logic device, separate from the gaming machine controller, designed or configured to send player tracking information to the gaming machine controller,  
 wherein the gaming machine controller is designed or configured to cause player tracking information and video content related to the player tracking information to be displayed on the main display.

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